

WHAT IS CLAIMED IS:

1. A game device for controlling a game executed inside a game field, comprising:

5 game processing means for carrying out processing of game content executed inside the game field based on player operations;

composition rate changing means for changing one or more image composition rates; and

10 display means, for generating a composite image composed of a plurality of image data based on the image composition rates and displaying a game field using the composite image.

2. The game device of claim 1, wherein

the game field is arranged in three-dimensional space,

15 the display means displays the game field based on a set viewing direction, and

the composition rate changing means changes the image composition rates based on at least one of the viewing direction and a set light source position.

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3. The game device of claim 1, wherein the display means carries out display of the game field by arranging models to which said plurality of image data set as textures in an overlapped manner in three-dimensional space and carrying out rendering.

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4. A game control method for controlling a game executed in a game field, using a computer, comprising the steps of:

processing game content executed in a game field based on player operations, using game processing means of the computer;

changing one or more image composition rates, using composition rate change means of the computer; and

5        generating a composite image that is a combination of a plurality of image data based on the image composition rates and displaying a game field using the composite image, using image display means of the computer.

10        5. A computer readable storage medium storing a program to execute control of a game carried out in a game field, in a computer, the program causing the computer to execute the steps of:

processing game content executed in the game field based on player operations;

15        changing one or more image composition rates; and

generating a composite image that is a combination of a plurality of image data based on the image composition rates and displaying a game field using the composite image.